

# Plan Net

## An Online Architecture Resource Guide

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### CAD Resources

- ArchiCAD  
ArchiCAD web site, now release 7.0 is out and looking good.
- Architectural Graphic Standards Demo  
The number one selling graphics standards manual now on CD-ROM, and available through John Wiley & Sons, Inc.
- ArchiSoft Ltd  
CAD products for architects
- ArchiWeb Design  
Archiweb Design is a web design and web site development company that provides web services to architecture or construction companies.
- ArchT  
Add on Architectural software for AutoCAD and Intellicad.
- Artifice, Inc.  
is a developer and publisher of new tools and media for environment designers
- Autodesk 3D-Studio - reflectually  
A well-organized and bounteous collection of textures, objects, IPAS-Add-ins and more 3DS booty.
- Automated Facilities Management Inc  
Computer Aided Facilities Management. Building Audit System makes facilities management simple and effective.
- Beedee Corporation  
Financial management software for architects, engineers, and design professionals.
- BubbleCad  
Bubble displays an object's properties within AutoCAD at any time. There's no need to run a command or go to a toolbar. Just move the cursor over an object, and voilà! The information related to that object will come up immediately. Bubble has already been downloaded by thousands of users, and many Autodesk resellers have also posted a link on their homepage. As an example, visit <http://www.mcneel.com>
- Cadkey, Inc.  
Cadkey is the developer of 3D CAD programs for architecture and mechanical engineering. Products include DataCAD and CADKEY. Support for IGES, DXF, DWG, 3D visualization, STL (stereo lithography), CAM, architectural walk through and mapping are part of what makes these products worth looking at. These programs are frequently used in conjunction with AutoCAD, Autodesk 3D-Studio, Bentley System's Microstation,

- Catia, Computer Vision, Intergraph, ProEngineer, and McAuto.
- Datasurge  
Solutions for civil engineering firms through geotechnical software.
  - Eagle Point Software
  - Finite Technologies Incorporated  
Engineering simulation and modeling software for piping systems, building energy analysis, storm water and sewer, landfill evaluation and more.
  - ICARIS  
Cool CAD stuff and one of the doors to the 11.5+ gigabyte Virtual Software Library.
  - Imaging and CADD Technology Group (ICTG)  
NASA's ghoulishly named fatboy computer stores plenty of links and demos for those into CADD and GIS.
  - Introduction to AutoCAD  
From a brief overview to a complete tutorial, Jim Plume takes you by the hand through the AutoCAD basics.
  - IdeaGraphix  
brings architectural solutions to the MicroStation user community.
  - Internet CAD Systems Technology, Inc.  
Conversion, Vectorization, Web Visualization, Integration, E-Project, Online Collaboration, CAD Systems Development, Implementation and Support.
  - The Plotstream Plotting System  
The Plotstream Plotting System is an innovative business solution for all of your AutoCAD plotting requirements.
  - Joel Orr's World of Technology  
A wealth of information relating to the world of CAD.
  - Prairie ARCHNET  
An initiative of CADLAB (University of Manitoba, Canada) serving information focused on design & planning education and practice.
  - SoftCAD International - ArchiTECH.PC  
ArchiTECH.PC is a stand-alone architectural CAD software 2d, 3d, rendering with textures, stereo-views, walk-through, bill of materials, terrain modeling, etc. FREE AEC Classified Ads and FREE Evaluation CD-ROM available. Email to [softcad@infoboard.be](mailto:softcad@infoboard.be).
  - StruCalc 5.0 for Windows  
Easy to use structural software for sizing beams, columns and footings.
  - TekStar  
TekStar is a Florida based corporation specializing in the development of products that combine specialty software and model building components. Focusing on the professional and education markets, we have created a sophisticated, mathematically based software solution (the TekCAD product)

that gives our users the ability to quickly realize physical models (the TekKit product) unlike any other system currently in the marketplace.

Tri-Service CADD/GIS Technology Center

For the civilian, there are some CADD and GIS demos and another set of links.

- USACE - CADD Support  
Quite a bit of info on some very practical uses of computer aided design.
- VISIO  
The makers of Intellicad drafting software, and VISIO software for flow charting and planning.


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1

[2](#)[3](#)[4](#)[5](#)[6](#)[7](#)[8](#)

1 [Electronically-mediated partnerships: the use of CAD technologies in supplier relations](#) 99%



M. Bensaou

**Proceeding of the 20th international conference on Information Systems** January 1999

2 [Exploiting Video: Spatially-encoded far-field representations for interactive walkthroughs](#) 88%



Andrew Wilson , Ketan Mayer-Patel , Dinesh Manocha

**Proceedings of the ninth ACM international conference on Multimedia** October 2001

We introduce the notion of spatially encoded video and use it for efficiently representing image-based impostors for interactive walkthroughs. As part of a pre-process, we automatically decompose the model and compute the far-fields. The resulting texture images are organized along multiple dimensions and can be accessed in a user-steered order at interactive rates. Our encoding algorithm can compress the impostors size by two orders of magnitude. Furthermore, the storage cost for additional imp ...

3 [A cost model for query processing in high dimensional data spaces](#) 88%



Christian Böhm

**ACM Transactions on Database Systems (TODS)** June 2000

Volume 25 Issue 2

During the last decade, multimedia databases have become increasingly important in many application areas such as medicine, CAD, geography, and molecular biology. An important research topic in multimedia databases is similarity search in large data sets. Most current approaches that address similarity search use the feature approach, which transforms important properties of the stored objects into points of a high-dimensional space (feature vectors). Thus, similarity search is transformed ...

4 [Design of the Mneme persistent object store](#) 87%


- 4 J. Eliot B. Moss  
**ACM Transactions on Information Systems (TOIS)** April 1990  
 Volume 8 Issue 2  
 The Mneme project is an investigation of techniques for integrating programming language and database features to provide better support for cooperative, information-intensive tasks such as computer-aided software engineering. The project strategy is to implement efficient, distributed, persistent programming languages. We report here on the Mneme persistent object store, a fundamental component of the project, discussing its design and initial prototype. Mneme stores objects
- 5 HLODs for faster display of large static and dynamic environments 87%  
 4 Carl Erikson , Dinesh Manocha , William V. Baxter  
**Proceedings of the 2001 symposium on Interactive 3D graphics** March 2001
- 6 Rapid design and prototyping of customized rehabilitation aids 87%  
 4 Vijay Kumar , Ruzena Bajcsy , William Harwin , Patrick Harker  
**Communications of the ACM** February 1996  
 Volume 39 Issue 2
- 7 Projective and view-dependent textures: GigaWalk: interactive walkthrough of complex environments 87%  
 4 William V. Baxter , Avneesh Sud , Naga K. Govindaraju , Dinesh Manocha  
**Proceedings of the 13th workshop on Rendering** July 2002  
 We present a new parallel algorithm and a system, GigaWalk, for interactive walkthrough of complex, gigabyte-sized environments. Our approach combines occlusion culling and levels-of-detail and uses two graphics pipelines with one or more processors. GigaWalk uses a unified scene graph representation for multiple acceleration techniques, and performs spatial clustering of geometry, conservative occlusion culling, and load-balancing between graphics pipelines and processors. GigaWalk has been use ...
- 8 Integrated Designer's Activity Support System for Architecture 85%  
 4 Hideo Matsuka , Toshihiro Kawai , Sakae Uno  
**Proceedings of the 12th design automation conference** January 1975  
 This paper presents the Integrated Designer's Activity Support System for Architecture (IDAS-A), a man-machine system experimentally developed for use by a designer/engineer in the preliminary building design area. New concepts introduced in organizing this system are those of "Status and Flow" and "Milestone", which allow the designer to perform a full latitude of design activities. For effective storage of the building data which is designed in 2 dimensional space, ...
- 9 Software/modelware tutorials I: Digital manufacturing: driving digital manufacturing to reality 85%  
 4 Robert G. Brown  
**Proceedings of the 32nd conference on Winter simulation** December 2000  
 The goal of digital manufacturing is to provide the manufacturing community with solutions to create, validate, monitor and control agile, distributed manufacturing production systems geared towards build-to-order and lean production. The scope of Digital Manufacturing has evolved recently to include Computer Aided Process Planning (CAPP); Computer Aided Production Engineering (CAPE); a Manufacturing Data Base which contains product data, process data,

manufacturing resources (PPR); generation o ...

- 10 Product-based model representation for integrating 3D CAD with computer simulation** 85%  
 [4] Jianfei Xu , Simaan AbouRizk  
**Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future**  
**- Volume 2 December 1999**
- 11 Building knowledge base management systems** 84%  
 [4] John Mylopoulos , Vinay Chaudhri , Dimitris Plexousakis , Adel Shrufi , Thodoros Topologlou  
**The VLDB Journal &mdash; The International Journal on Very Large Data Bases**  
 December 1996  
 Volume 5 Issue 4  
 Advanced applications in fields such as CAD, software engineering, real-time process control, corporate repositories and digital libraries require the construction, efficient access and management of large, shared knowledge bases. Such knowledge bases cannot be built using existing tools such as expert system shells, because these do not scale up, nor can they be built in terms of existing database technology, because such technology does not support the rich representational structure and infer ...
- 12 Special issue on persistent object systems: Orthogonally persistent object systems** 84%  
 [4] Malcolm Atkinson , Ronald Morrison  
**The VLDB Journal &mdash; The International Journal on Very Large Data Bases July 1995**  
 Volume 4 Issue 3  
 Persistent Application Systems (PASs) are of increasing social and economic importance. They have the potential to be long-lived, concurrently accessed, and consist of large bodies of data and programs. Typical examples of PASs are CAD/CAM systems, office automation, CASE tools, software engineering environments, and patient-care support systems in hospitals. Orthogonally persistent object systems are intended to provide improved support for the design, construction, maintenance, and operation o ...
- 13 A data front-end for layered manufacturing** 84%  
 [4] Gill Barequet , Yuval Kaplan  
**Proceedings of the thirteenth annual symposium on Computational geometry August 1997**
- 14 A human's eye view: motion blur and frameless rendering** 84%  
 [4] Ellen J. Scher Zagier  
**Crossroads May 1997**  
 Volume 3 Issue 4
- 15 A system level design methodology for the optimization of heterogeneous multiprocessors** 84%  
 [4] M. Schwiegershausen , P. Pirsch  
**Proceedings of the 8th international symposium on System synthesis September 1995**
- 16 A formal approach for the optimization of heterogeneous multiprocessors for complex image processing schemes** 84%  
 [4] M. Schwiegershausen , P. Pirsch


**Proceedings of conference on European design automation: EURO-DAC '95 / EURO-VHDL '95 December 1995**

**17 Using simulation and visualization technologies to strengthen the design/construction interface 84%**

 Jorge A. Vanegas , Augusto Op den Bosch

**Proceedings of the 26th conference on Winter simulation December 1994**

**18 View planning for automated three-dimensional object reconstruction and inspection 83%**


 William R. Scott , Gerhard Roth , Jean-François Rivest

**ACM Computing Surveys (CSUR) March 2003**

Volume 35 Issue 1

Laser scanning range sensors are widely used for high-precision, high-density three-dimensional (3D) reconstruction and inspection of the surface of physical objects. The process typically involves planning a set of views, physically altering the relative object-sensor pose, taking scans, registering the acquired geometric data in a common coordinate frame of reference, and finally integrating range images into a nonredundant model. Efficiencies could be achieved by automating or semiautomating ...


**19 Supporting choice and evaluation in preliminary design 82%**

 Kevin Ryan , Niamh Harty

**Proceedings of the third international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 2 June 1990**

This paper describes the theory, methodology and implementation of a knowledge based system for the preliminary design of multi-story buildings. The system is intended to act as an intelligent assistant and embodies some of the design expertise and working principles of experienced civil engineering designers. As an aid to exploratory design, the system proposes only a user-specified number of alternatives at any one time and uses a system of hard and soft constraints to evaluate alternativ ...

**20 Troika for architectural planning 82%**



 Clifford D. Stewart , Kaiman Lee

**Proceedings of the 1971 26th annual conference January 1971**

Architects must willingly experiment with new techniques. We believe that the architect and computer, in partnership, is the best approach to reach this goal. The amount of available information has increased several fold over the past decade. At the same time, the architect's professional responsibility has become multidisciplinary. While it is impossible for him to be knowledgeable in all disciplines, he must see that all available information is considered and integrated into the design. ...

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1 2

**21** [GraphicsNet '95: integrated voice, video, graphics and data network using asynchronous transfer](#) 77% [made \(ATM\)](#)

Marke Clinger

**ACM SIGGRAPH Computer Graphics** February 1996

Volume 30 Issue 1

Every year demonstrations at the SIGGRAPH conference push the envelope in state-of-the-art graphics. In 1995, SIGGRAPH also pushed the envelope in networking by deploying a conference-wide, production ATM network. GraphicsNet, the conference network, consisted of 400 Ethernet-over-ATM connections and 100 directly attached ATM devices. GraphicsNet was one of the largest ATM backbone networks deployed to date. Using the latest hardware and software available, GraphicsNet provided a switched intern ...

**22** [Standardisation&mdash;opportunity or constraint? \(panel session\)](#) 77%

David Arnold , Jack Bresenham , Ken Brodlie , George S. Carson , Jan Hardenbergh , Paul van Binst , Andries van Dam

**Proceedings of the 22nd annual conference on Computer graphics and interactive techniques** September 1995**23** [Design compilation of feature-based and constraint-based CAD](#) 77%

Xiangping Chen , Christoph M. Hoffmann

**Proceedings of the third ACM symposium on Solid modeling and applications** December 1995**24** [Building and exploiting levels of detail: an overview and some VRML experiments](#) 77%

J. L. Pajon , Y. Collenot , X. Lhomme , N. Tsingos , F. Sillion

**Proceedings of the first symposium on Virtual reality modeling language** January 1995



**25** Visual interfaces for solids modeling

77%

4 Cindy Grimm , David Pugmire

**Proceedings of the 8th annual ACM symposium on User interface and software technology**  
December 1995**26** IRIS performer: a high performance multiprocessing toolkit for real-time 3D graphics

77%

4 John Rohlf , James Helman

**Proceedings of the 21st annual conference on Computer graphics and interactive techniques**  
July 1994

This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal performance from 3D graphics workstations which feature multiple CPUs and support an immediate-mode rendering library. To this end, the toolkit combines a low-level library for high-performance rendering with a high-level library that imp ...

**27** A first report on the A# compiler

77%

4 Stephen M. Watt , Peter A. Broadbery , Samuel S. Dooley , Pietro Iglio , Scott C. Morrison , Jonathan M. Steinbach , Robert S. Sutor

**Proceedings of the international symposium on Symbolic and algebraic computation** August 1994**28** Management of large amounts of data in interactive building walkthroughs

77%

4 Thomas A. Funkhouser , Carlo H. Séquin , Seth J. Teller

**Proceedings of the 1992 symposium on Interactive 3D graphics** June 1992**29** Gardeners and gurus: patterns of cooperation among CAD users

77%

4 Michelle Gantt , Bonnie A. Nardi

**Proceedings of the SIGCHI conference on Human factors in computing systems** June 1992

We studied CAD system users to find out how they use the sophisticated customization and extension facilities offered by many CAD products. We found that users of varying levels of expertise collaborate to customize their CAD environments and to create programmatic extensions to their applications. Within a group of users, there is at least one local expert who provides support for other users. We call this person a local developer. The local developer is a fellow domain ex ...

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- |   |  |
|---|--|
| <p><b>1</b> <a href="#">Personal computing</a></p> <p> Larry Press</p> <p><b>Communications of the ACM</b> March 1990</p> <p>Volume 33 Issue 3</p>   | <p>87%</p>  |
| <p><b>2</b> <a href="#">Retargetting motion to new characters</a></p> <p> Michael Gleicher</p> <p><b>Proceedings of the 25th annual conference on Computer graphics and interactive techniques</b></p> <p>July 1998</p>  | <p>85%</p>   |
| <p><b>3</b> <a href="#">Contributions: End-to-end content creation with desktop production studios</a></p> <p> Terri Leker</p> <p><b>ACM SIGGRAPH Computer Graphics</b> May 2002</p> <p>Volume 36 Issue 2</p>  | <p>84%</p>   |
| <p><b>4</b> <a href="#">Integrating GPS data within embedded Internet GIS</a></p> <p> Arunas Stockus , Alain Bouju , Frédéric Bertrand , Patrice Boursier</p> <p><b>Proceedings of the seventh ACM international symposium on Advances in geographic information systems</b> November 1999</p> | <p>83%</p>   |
| <p><b>5</b> <a href="#">SIGKids at SIGGRAPH</a></p> <p> Coco Conn</p> <p><b>Communications of the ACM</b> May 1993</p> <p>Volume 36 Issue 5</p>  | <p>82%</p>   |
| <p><b>6</b> <a href="#">Wrapping up: commentary on DIS 2000</a></p>   | <p>80%</p>   |

4 Malcolm McCullough

**Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques** August 2000

Malcolm McCullough will share his thoughts and reflections on the three days of technical program and interaction at DIS 2000, and sum up directions for the DIS community from his perspective. He will also solicit comments and observations from participants as DIS 2000 concludes. Malcolm McCullough explores digital media for the built environment. Beginning from computer-aided design in architecture, in which he was a pioneer in the 1980s, McCullough has consistently brought a hu ...

7 Efficient spatial data transmission in Web-based GIS

80%

4 Zu-Kuan Wei , Young-Hwan Oh , Jae-Dong Lee , Jae-Hong Kim , Dong-Sun Park , Young-Geol Lee , Hae-Young Bae

**Proceedings of the second international workshop on Web information and data management** November 1999

This paper has proposed a new method of efficient spatial data transmission in the client-side Web-Based GIS (Geographic Information System) which handles large-size spatial geographic information on the Internet. The basic idea is that, firstly, a large size map is divided into several parts, where each part is called a "Tile", according to appropriate division granularity. Secondly, when an user requires a certain region in the map at client side, the GIS server only transmits ...

8 Reconstruction of 3D virtual buildings from 2D architectural floor plans

80%

4 Clifford So , George Baciuc , Hanqiu Sun

**Proceedings of the ACM symposium on Virtual reality software and technology 1998** November 1998

9 GraphicsNet '95: integrated voice, video, graphics and data network using asynchronous transfer made (ATM)

80%

4 Marke Clinger

**ACM SIGGRAPH Computer Graphics** February 1996  
Volume 30 Issue 1

Every year demonstrations at the SIGGRAPH conference push the envelope in state-of-the-art graphics. In 1995, SIGGRAPH also pushed the envelope in networking by deploying a conference-wide, production ATM network. GraphicsNet, the conference network, consisted of 400 Ethernet-over-ATM connections and 100 directly attached ATM devices. GraphicsNet was one of the largest ATM backbone networks deployed to date. Using the latest hardware and software available, GraphicsNet provided a switched intern ...

10 Making GIS closer to end users of urban environment data

80%

4 Andrea Aime , Flavio Bonfatti , Paola Daniela Monari

**Proceedings of the seventh ACM international symposium on Advances in geographic information systems** November 1999

11 A mechanism for persistently naming topological entities in history-based parametric solid models

80%

4 Jiri Kripac

**Proceedings of the third ACM symposium on Solid modeling and applications** December 1995

**12 Modelling for heritage experiences: Rapid procedural-modelling of architectural structures** 77%**4** P. J. Birch , S. P. Browne , V. J. Jennings , A. M. Day , D. B. Arnold**Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**  
November 2001

This paper describes a range of procedural techniques being developed to allow historic building styles to be modelled in a rapid manner, suitable for extremely fast rendering. We are expecting these tools to be used to model large-scale urban virtual-environments, from ancient Rome to modern day Hong Kong. When creating large scenes, there are two particular problems that we need to address and overcome. Firstly, the need to model scenes efficiently leads to a sense of repetition of the models a ...

**13 Eyes alive** 77%**4** Sooha Park Lee , Jeremy B. Badler , Norman I. Badler**ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques** July 2002  
Volume 21 Issue 3

For an animated human face model to appear natural it should produce eye movements consistent with human ocular behavior. During face-to-face conversational interactions, eyes exhibit conversational turn-taking and agent thought processes through gaze direction, saccades, and scan patterns. We have implemented an eye movement model based on empirical models of saccades and statistical models of eye-tracking data. Face animations using stationary eyes, eyes with random saccades only, and eyes wit ...

**14 Poster Session: Interacting with parametrized geometric objects using lambda-terms** 77%**4** Jean-Francois Dufourd , Sven Luther**Proceedings of the seventh ACM symposium on Solid modeling and applications** June 2002

This paper presents a framework for general parameterization in geometric modeling. We have adapted the  $\lambda$ -calculus formalism to the geometrical model of the generalized maps embedded in the plane. We investigated how this allows us to parameterize geo-metric objects by size, shape or position but also by other objects or operators. Thus, conditional, iterative, recursive and shared objects can be built and managed in an homogenous way. We have based the study on an interactive prototype impl ...

**15 Modeling methodology: Panel: GPSS 40th anniversary: GPSS turns 40: selected perspectives** 77%**4** Thomas J. Schriber , Springer Cox , James O. Henriksen , Peter Lorenz , Julian Reitman , Ingolf Ståhl**Proceedings of the 33nd conference on Winter simulation** December 2001

GPSS (General Purpose Simulation System) is celebrating its 40<sup>th</sup> birthday this year. We recognize this notable birthday by assembling a panel of discussants consisting of some of the folks who have contributed significantly to GPSS and its use over the years. The panelists are Springer Cox (GPSS/PC and GPSS World), Jim Henriksen (GPSS/H and Proof Animation), Peter Lorenz (promoter of GPSS in Europe and on the Web), Julian Reitman (principal in early interactive use and accommodation f ...

**16 Full Papers: Annotating and sketching on 3D web models** 77%**4** Thomas Jung , Mark D. Gross , Ellen Yi-Luen Do

**Proceedings of the 7th international conference on Intelligent user interfaces January 2002**

This paper reports on our progress and findings in building a Web annotation system for non-immersive 3D virtual environments. Over the last two years, we developed and tested two systems for collaborating designers to comment on virtual 3D models. Our first system, Redliner [12] lets design team members browse and leave text annotations on surfaces in three-dimensional models. Experience with Redliner, including two user evaluations in different settings, led us to develop Space Pen [13], a sec ...

**17 Spatiotemporal sensitivity and visual attention for efficient rendering of dynamic environments 77%**


 Hector Yee , Sumanita Pattanaik , Donald P. Greenberg

**ACM Transactions on Graphics (TOG) January 2001**

Volume 20 Issue 1

We present a method to accelerate global illumination computation in prerendered animations by taking advantage of limitations of the human visual system. A spatiotemporal error tolerance map, constructed from psychophysical data based on velocity dependent contrast sensitivity, is used to accelerate rendering. The error map is augmented by a model of visual attention in order to account for the tracking behavior of the eye. Perceptual acceleration combined with good sampling protocols prov ...

**18 Non-invasive, interactive, stylized rendering 77%**

 Alex Mohr , Michael Gleicher

**Proceedings of the 2001 symposium on Interactive 3D graphics March 2001**

**19 The development and customization of GIS-based applications and Web-based GIS applications with the CASE tool AIGLE 77%**


 Ahmed Lbath , François Pinet

**Proceedings of the eighth ACM international symposium on Advances in geographic information systems November 2000**

**Proceedings of the eighth ACM international symposium on Advances in geographic information systems November 2000**

In this paper, we propose a visual CASE Tool named Aigle with multiple abstraction levels including a visual language (oriented end-user) and a technical visual language context (oriented designer) for Geographic Information Systems. This CASE Tool addresses the problem of the customizations of GIS applications on several marketed GIS platforms. The use of visual language is suitable for the readability of high level diagrams by non-expert end-users. AIGLE generates automatic customized GIS-B ...

**20 A Web-based browsing and spatial analysis system for regional natural resource analysis and mapping 77%**

 Ranga Raju Vatsavai , Thomas E. Burk , B. Tyler Wilson , Shashi Shekhar



**Proceedings of the eighth ACM international symposium on Advances in geographic information systems November 2000**

**Proceedings of the eighth ACM international symposium on Advances in geographic information systems November 2000**

Proper use and monitoring of our land and environmental resources for quality of life and sustainable growth considerations require that timely and accurate data on land cover and land use be regularly available. Remote sensing is an appropriate tool and NOAA's 1-km AVHRR time series imagery has proven to be an invaluable input for regional level natural resource mapping and monitoring. Many previous efforts addressing the use of satellite-derived data for land cover and land use classificati ...

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Search Results for: [autocad architect\*]

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77%

Lee Anderson , James Esser , Victoria Interrante

**Proceedings of the workshop on Virtual environments 2003** May 2003

We present a virtual environment application that has been developed for conceptual design in architecture and seeks to emulate aspects of a typical designer's work area. The environment provides a means of creating and manipulating basic geometry using a kiosk toolbox. More importantly, the environment provides simple means for using imagery and videos developed outside of the environment for use within the environment for both information and design. A DesignStation is provided within the envi ...

**2** [Exploring the unrealized potential of computer-aided drafting](#)

77%

Suresh K. Bhavnani , Bonnie E. John

**Proceedings of the SIGCHI conference on Human factors in computing systems: common ground** April 1996Results 1 - 2 of 2 [short listing](#)

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1

[2](#)[3](#)[4](#)[5](#)[6](#)[7](#)[8](#)[9](#)[10](#)

1 [Runtime and quality tradeoffs in FPGA placement and routing](#) 99%

 Chandra Mulpuri , Scott Hauck

**Proceedings of the 2001 ACM/SIGDA ninth international symposium on Field programmable gate arrays** February 2001

Many applications of FPGAs, especially logic emulation and custom computing, require the quick placement and routing of circuit designs. In these applications, the advantages FPGA-based systems have over software simulation are diminished by the long run-times of current CAD software used to map the circuit onto FPGAs. To improve the run-time advantage of FPGA systems, users may be willing to trade some mapping quality for a reduction in CAD tool runtimes. In this paper, we seek to establish ...

2 [Electronically-mediated partnerships: the use of CAD technologies in supplier relations](#) 99%

 M. Bensaou

**Proceeding of the 20th international conference on Information Systems** January 1999

3 [Design technology productivity in the DSM era \(invited talk\)](#) 98%

 Andrew B. Kahng

**Proceedings of the conference on Asia South Pacific Design Automation Conference** January 2001

Future requirements for design technology are always uncertain due to changes in process technology, system implementation platforms, and applications markets. To correctly identify the design technology need, and to deliver this technology at the right time, the design technology community - commercial vendors, captive CAD organizations, and academic researchers - must focus on improving design technology time-to-market and quality-of-result. Put another way, we must address the well-known ...



- 4 User requirements for digital design verification simulators 97%  
4 W. Werner , W. Minnick  
**Proceedings of the Symposium on Design Automation and Microprocessors** February 1977  
The increased complexity of advanced, microprocessor based digital systems coupled with ever present emphasis on low system development cost and schedule, has necessitated a re-evaluation of digital Design Automation (DA) systems requirements and definition of appropriate CAD program developments to meet these needs. Requirements for the design verification portions of a DA system are presented, and the capabilities of the new AIDS DA system designed to meet these requirements are described ...
- 5 CAD challenges in multimedia computing 96%  
4 Paul Lippens , Vijay Nagasamy , Wayne Wolf  
**Proceedings of the 1995 IEEE/ACM international conference on Computer-aided design** December 1995
- 6 Cost of silicon viewed from VLSI design perspective 95%  
4 Wojciech Maly  
**Proceedings of the 31st annual conference on Design automation conference** June 1994
- 7 Partitioning sequential programs for CAD using a three-step approach 95%  
4 Frank Vahid  
**ACM Transactions on Design Automation of Electronic Systems (TODAES)** July 2002  
Volume 7 Issue 3  
Many computer-aided design problems involve solutions that require the partitioning of a large sequential program written in a language such as C or VHDL. Such partitioning can improve design metrics such as performance, power, energy, size, input/output lines, and even CAD tool run-time and memory requirements, by partitioning among hardware modules, hardware and software processors, or even among time-slices in reconfigurable computing devices. Previous partitioning approaches typically presel ...
- 8 Sharing and protection in a single-address-space operating system 95%  
4 Jeffrey S. Chase , Henry M. Levy , Michael J. Feeley , Edward D. Lazowska  
**ACM Transactions on Computer Systems (TOCS)** November 1994  
Volume 12 Issue 4  
This article explores memory sharing and protection support in Opal, a single-address-space operating system designed for wide-address (64-bit) architectures. Opal threads execute within protection domains in a single shared virtual address space. Sharing is simplified, because addresses are context independent. There is no loss of protection, because addressability and access are independent; the right to access a segment is determined by the protection domain in which a thread executes. T ...
- 9 A CAD system for the design of field programmable gate arrays 95%  
4 Dwight D. Hill  
**Proceedings of the 28th conference on ACM/IEEE design automation conference** June 1991
- 10 Future Design Trends: A roadmap and vision for physical design 95%

4 Andrew B. Kahng

**Proceedings of the 2002 international symposium on Physical design** April 2002

This invited paper offers "roadmap and vision" for physical design. The main messages are as follows. (1) The high-level roadmap for physical design is static and well-known. (2) Basic problems remain untouched by fundamental research. (3) Academia should not overemphasize back-filling and formulation over innovation and optimization. (4) The physical design field must become more mature and efficient in how it prioritizes research directions and uses its human resources. (5) The scope of physi ...

11 The system bal: a technique for spreading the use of CAD techniques within an industrial environment. 94%

G. Blain , A. Labarthe , J. C. Rault

**Proceedings of the 12th design automation conference** January 1975

Promoting CAD techniques within industry encounters usually three stumbling blocks: - the use of conventional computer tools requires acquaintance with intricate "indications for use" with too much of a computer flavor. Potential users are reluctant to accept this "unnecessary" burden which might make their job more difficult and wipe out expected gains in time and efficiency. - cost for using and developing computer tools is, as a rule, high. ...

12 Using Ada as a language for a CAD tool development: lessons and experiences 94%

4 Jamal Guennouni

**Proceedings of the fifth Washington Ada symposium on Ada** July 1988

13 Engineering Applications: Constraint-based design of optimal transport elements 93%

4 Michael Drumheller

**Proceedings of the seventh ACM symposium on Solid modeling and applications** June 2002

An airliner contains thousands of transport elements, such as tubes, hoses, and wires. Transport elements must be designed subject to many constraints. Some are extrinsic, involving factors such as clearance, slope, and stay-out/stayin zones. Others are intrinsic, involving factors such as bend angles and bend radii. A key problem is to design a feasible route that runs from A to B optimally (e.g., as short as possible). We describe an algorithm that allows "sketching" a route in terms of constr ...

14 RPack: routability-driven packing for cluster-based FPGAs 93%

4 Elaheh Bozorgzadeh , Seda Ogrenici-Memik , Majid Sarrafzadeh

**Proceedings of the conference on Asia South Pacific Design Automation Conference** January 2001

Routing tools consume a significant portion of the total design time. Considering routability at earlier steps of the CAD flow would both yield better quality and faster design process. In this paper we are presenting a routability-driven clustering method for cluster-based FPGAs. Our method packs LUTs into logic clusters while incorporating routability metrics into a cost function. The objective is to minimize this routability cost function . Our cost function is consistently able to indic ...

15 Directional bias and non-uniformity in FPGA global routing architectures 93%

4 Vaughn Betz , Jonathan Rose


**Proceedings of the 1996 IEEE/ACM international conference on Computer-aided design**

January 1997

This paper investigates the effect of the prefabricated routing track distribution on the area-efficiency of FPGAs. The first question we address is whether horizontal and vertical channels should contain the same number of tracks (capacity), or if there is a density advantage with a directional bias. Secondly, should the channels have a uniform capacity, or is there an advantage when capacities vary from channel to channel? The key result is that the most area-efficient global routing architect ...

**16 UCAD: Building Design Automation with general purpose software tools on UNIX**

93%

 James H Tomkinson

**Proceedings of the twentieth design automation conference on Design automation June 1983**

This paper describes a unique approach to a successful Design Automation system. It is an evolutionary approach, building on flexible, general purpose UNIX software tools. It is useful in such areas of design as circuit schematics, custom IC, backplanes, software code generation, building space management, music composition and many others. Examples from a two year design automation effort known as UCAD are included.

**17 An overview of fully integrated digital manufacturing technology**

93%

 Scott Freedman

**Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1 December 1999**

**18 Recent developments in representation in the science of design**

91%


 Charles M. Eastman

**Proceedings of the eighteenth design automation conference on Design automation June 1981**

A recent goal in computer aided design is the representation of a design artifact in a form sufficient to support all analyses and to determine that the design is realizable. Some aspects of a theory of design representations are presented. Benefits of developing such a theory is discussed.

**19 Timing-driven placement for FPGAs**

91%


 Alexander Marquardt , Vaughn Betz , Jonathan Rose

**Proceedings of the 2000 ACM/SIGDA eighth international symposium on Field programmable gate arrays February 2000**

In this paper we introduce a new Simulated Annealing-based timing-driven placement algorithm for FPGAs. This paper has three main contributions. First, our algorithm employs a novel method of determining source-sink connection delays during placement. Second, we introduce a new cost function that trades off between wire-use and critical path delay, resulting in significant reductions in critical path delay without significant increases in wire-use. Finally, we combine connection-based and p ...

**20 Highlights of CMU research on CAD, CAM and CAT of VLSI circuits**

91%

 John Paul Shen

**Proceedings of 1986 fall joint computer conference on Fall joint computer conference November 1999**

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1 [Electronically-mediated partnerships: the use of CAD technologies in supplier relations](#) 99%

M. Bensaou

**Proceeding of the 20th international conference on Information Systems January 1999**

2 [Sharing and protection in a single-address-space operating system](#) 95%

Jeffrey S. Chase , Henry M. Levy , Michael J. Feeley , Edward D. Lazowska

**ACM Transactions on Computer Systems (TOCS) November 1994**

Volume 12 Issue 4

This article explores memory sharing and protection support in Opal, a single-address-space operating system designed for wide-address (64-bit) architectures. Opal threads execute within protection domains in a single shared virtual address space. Sharing is simplified, because addresses are context independent. There is no loss of protection, because addressability and access are independent; the right to access a segment is determined by the protection domain in which a thread executes. T ...

3 [Future Design Trends: A roadmap and vision for physical design](#) 95%

Andrew B. Kahng

**Proceedings of the 2002 international symposium on Physical design April 2002**

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- 4 RPack: routability-driven packing for cluster-based FPGAs 93%  
 [4] Elaheh Bozorgzadeh , Seda Ogrenci-Memik , Majid Sarrafzadeh  
**Proceedings of the conference on Asia South Pacific Design Automation Conference** January 2001  
 Routing tools consume a significant portion of the total design time. Considering routability at earlier steps of the CAD flow would both yield better quality and faster design process. In this paper we are presenting a routability-driven clustering method for cluster-based FPGAs. Our method packs LUTs into logic clusters while incorporating routability metrics into a cost function. The objective is to minimize this routability cost function . Our cost function is consistently able to indic ...
- 5 UCAD: Building Design Automation with general purpose software tools on UNIX 93%  
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**Proceedings of the twentieth design automation conference on Design automation** June 1983  
 This paper describes a unique approach to a successful Design Automation system. It is an evolutionary approach, building on flexible, general purpose UNIX software tools. It is useful in such areas of design as circuit schematics, custom IC, backplanes, software code generation, building space management, music composition and many others. Examples from a two year design automation effort known as UCAD are included.
- 6 An overview of fully integrated digital manufacturing technology 93%  
 [4] Scott Freedman  
**Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1** December 1999
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 A recent goal in computer aided design is the representation of a design artifact in a form sufficient to support all analyses and to determine that the design is realizable. Some aspects of a theory of design representations are presented. Benefits of developing such a theory is discussed.
- 8 Highlights of CMU research on CAD, CAM and CAT of VLSI circuits 91%  
 [4] John Paul Shen  
**Proceedings of 1986 fall joint computer conference on Fall joint computer conference** November 1999
- 9 Hypergraph partitioning for VLSI CAD: methodology for heuristic development, experimentation and reporting 91%  
 [4] Andrew E. Caldwell , Andrew B. Kahng , Andrew A. Kennings , Igor L. Markov  
**Proceedings of the 36th ACM/IEEE conference on Design automation conference** June 1999
- 10 Trading quality for compile time: ultra-fast placement for FPGAs 91%  
 [4] Yaska Sankar , Jonathan Rose  
**Proceedings of the 1999 ACM/SIGDA seventh international symposium on Field**

**programmable gate arrays February 1999****11 A logic simulation machine**


91%

 M. Abramovici , Y. H. Levendel , P. R. Menon**Proceedings of the nineteenth design automation conference** January 1982

Special-purpose CAD hardware is increasingly being considered as a means to meet the challenge posed to conventional (software-based) CAD tools by the growing complexity of VLSI circuits. In this paper we describe the architecture of a logic simulation machine employing distributed and parallel processing. Our architecture can accommodate different levels of modeling ranging from simple gates to complex functions, and support timing analysis. We estimate that simulation implemented b ...

**12 A logic simulation machine**


91%

 M. Abramovici , Y. H. Levendel , P. R. Menon**Proceedings of the 9th annual symposium on Computer Architecture** April 1982

Special-purpose CAD hardware is increasingly being considered as a means to meet the challenge posed to conventional (software-based) CAD tools by the growing complexity of VLSI circuits. In this paper we describe the architecture of a logic simulation machine employing distributed and parallel processing. Our architecture can accommodate different levels of modeling ranging from simple gates to complex functions, and support timing analysis. We estimate that simulation implemented b ...

**13 CAD for military systems, an essential link to LSI, VLSI and VHSIC technology**


90%

 Randolph Reitmeyer**Proceedings of the eighteenth design automation conference on Design automation** June 1981


Government involvement in the development of computer aided design (CAD) tools for electronic circuits has a long history. The advent of large scale integrated (LSI) circuits, going into the 1970's, pulsed the development of the "standard cell" and "gate array" design methodologies and supporting CAD. Despite these burgeoning technologies, little custom LSI technology found its way into military systems. Custom LSI was considered too costly and risky.

**14 Recurrence equations and the optimization of synchronous logic circuits**

90%

 M. Damiani , G. De Micheli**Proceedings of the 29th ACM/IEEE conference on Design automation conference** July 1992**15 Physical design for FPGAs**

90%

 Rajeev Jayaraman**Proceedings of the 2001 international symposium on Physical design** April 2001

FPGAs have been growing at a rapid rate in the past few years. Their ever-increasing gate densities and performance capabilities are making them very popular in the design of digital systems. In this paper we discuss the state-of-the-art in FPGA physical design. Compared to physical design in traditional ASICs, FPGAs pose a different set of requirements and challenges. Consequently the algorithms in FPGA physical design have evolved differently from their ASIC counterparts. Apart from allo ...

- 16 Generating highly-routable sparse crossbars for PLDs 90%  
4 Guy Lemieux , Paul Leventis , David Lewis  
**Proceedings of the 2000 ACM/SIGDA eighth international symposium on Field programmable gate arrays** February 2000  
A method for evaluating and constructing sparse crossbars which are both area efficient and highly routable is presented. The evaluation method uses a network flow algorithm to accurately compute the percentage of random test vectors that can be routed. The construction method attempts to maximize the spread of the switch locations, such that any given subset of input wires can connect to as many output wires as possible. Based on Hall's Theorem, we argue that this increases the likelihood ...
- 17 Functional partitioning improvements over structural partitioning for packaging constraints and synthesis: tool performance 90%  
4 Frank Vahid , Thuy Dm Le , Yu-Chin Hsu  
**ACM Transactions on Design Automation of Electronic Systems (TODAES)** April 1998  
Volume 3 Issue 2  
Incorporating functional partitioning into a synthesis methodology leads to several important advantages. In functional partitioning, we first partition a functional specification into smaller subspecifications and then synthesize structure for each, in contrast to the current approach of first synthesizing structure for the entire specification and then partitioning that structure. One advantage is the improvement in I/O performance and package count, when partitioning among hardware block ...
- 18 A partnership in domestication of rapid prototyping technologies 89%  
4 Andrzej Rucinski , Frank Hludik , John L. Pokoski  
**ACM SIGCSE Bulletin , Proceedings of the twenty-first SIGCSE technical symposium on Computer science education** February 1990  
Volume 22 Issue 1
- 19 A methodology and algorithms for the design of hard real-time multitasking ASICs 89%  
4 Miodrag Potkonjak , Wayne Wolf  
**ACM Transactions on Design Automation of Electronic Systems (TODAES)** October 1999  
Volume 4 Issue 4  
Traditional high-level synthesis concentrates on the implementation of a single task (e.g. filter, linear controller, A/D converter). However, many applications—multifunctional embedded controllers intelligent wireless end-points, and DSP and multimedia servers—are defined as sets of several computational tasks. This paper describes new techniques for the synthesis of ASIC implementations that realize multiple computational processes under hard real-time constraints. Our syntheses ...
- 20 Power minimization in IC design: principles and applications 89%  
4 Massoud Pedram  
**ACM Transactions on Design Automation of Electronic Systems (TODAES)** January 1996  
Volume 1 Issue 1  
Low power has emerged as a principal theme in today's electronics industry. The need for low power has caused a major paradigm shift in which power dissipation is as important as performance and area. This article presents an in-depth survey of CAD methodologies and techniques for designing low power digital CMOS circuits and systems and describes the many



issues facing designers at architectural, logical, and physical levels of design abstraction. It reviews some of the techniques and tool ...

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**Proceeding of the 20th international conference on Information Systems January 1999**

2 [Sharing and protection in a single-address-space operating system](#) 95%

 Jeffrey S. Chase , Henry M. Levy , Michael J. Feeley , Edward D. Lazowska

**ACM Transactions on Computer Systems (TOCS) November 1994**

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This article explores memory sharing and protection support in Opal, a single-address-space operating system designed for wide-address (64-bit) architectures. Opal threads execute within protection domains in a single shared virtual address space. Sharing is simplified, because addresses are context independent. There is no loss of protection, because addressability and access are independent; the right to access a segment is determined by the protection domain in which a thread executes. T ...

3 [The emerging technology of CAD/CAM](#) 89%

 Larry Lichten

**Proceedings of the 1984 annual conference of the ACM on The fifth generation challenge January 1984**

Computer-Aided Design and Manufacture (CAD/CAM) represents a merging of technological advances in computer hardware and software with pressing needs in manufacturing industries. Integrated manufacturing systems--from computer graphics-aided design through engineering analysis and automated fabrication--are only now beginning to fulfill nearly twenty-five-year old promises of increased production efficiency. This paper summarizes CAD/CAM's evolution and

its current state and then describes s ...

- 4 Exploiting Video: Spatially-encoded far-field representations for interactive walkthroughs 88%  
Andrew Wilson , Ketan Mayer-Patel , Dinesh Manocha  
**Proceedings of the ninth ACM international conference on Multimedia** October 2001  
We introduce the notion of spatially encoded video and use it for efficiently representing image-based impostors for interactive walkthroughs. As part of a pre-process, we automatically decompose the model and compute the far-fields. The resulting texture images are organized along multiple dimensions and can be accessed in a user-steered order at interactive rates. Our encoding algorithm can compress the impostors size by two orders of magnitude. Furthermore, the storage cost for additional imp ...
- 5 A cost model for query processing in high dimensional data spaces 88%  
Christian Böhm  
**ACM Transactions on Database Systems (TODS)** June 2000  
Volume 25 Issue 2  
During the last decade, multimedia databases have become increasingly important in many application areas such as medicine, CAD, geography, and molecular biology. An important research topic in multimedia databases is similarity search in large data sets. Most current approaches that address similarity search use the feature approach, which transforms important properties of the stored objects into points of a high-dimensional space (feature vectors). Thus, similarity search is transformed ...
- 6 XML implementation of frame processor 87%  
Tak Wong , Stan Jarzabek , Soe Myat Swe , Ru Shen , Hongyu Zhang  
**ACM SIGSOFT Software Engineering Notes , Proceedings of the 2001 symposium on Software reusability: putting software reuse in context** May 2001  
Volume 26 Issue 3  
A quantitative study has shown that frame technology [1] supported by Fusion toolset can lead to reduction in time- tomarket (70%) and project costs (84%). Frame technology has been developed to handle large COBOL- based business software product families. We wished to investigate how the principle of frame approach can be applied to support product families in other application domains, in particular to build distributed component- based systems written in Object- Oriented languages. As Fu ...
- 7 Design of the Mneme persistent object store 87%  
J. Eliot B. Moss  
**ACM Transactions on Information Systems (TOIS)** April 1990  
Volume 8 Issue 2  
The Mneme project is an investigation of techniques for integrating programming language and database features to provide better support for cooperative, information-intensive tasks such as computer-aided software engineering. The project strategy is to implement efficient, distributed, persistent programming languages. We report here on the Mneme persistent object store, a fundamental component of the project, discussing its design and initial prototype. Mneme stores objects
- 8 HLODs for faster display of large static and dynamic environments 87%  
Carl Erikson , Dinesh Manocha , William V. Baxter

## Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

- 9 Rapid design and prototyping of customized rehabilitation aids 87%  
 [4] Vijay Kumar , Ruzena Bajcsy , William Harwin , Patrick Harker  
**Communications of the ACM** February 1996  
 Volume 39 Issue 2
- 10 A parallel implementation of the cylindrical algebraic decomposition algorithm 87%  
 [4] B. D. Saunders , H. R. Lee , S. K. Abdali  
**Proceedings of the ACM-SIGSAM 1989 international symposium on Symbolic and algebraic computation** July 1989  
 In this paper, we describe a parallelization scheme for Collins' cylindrical algebraic decomposition algorithm for quantifier elimination in the theory of real closed fields. We first discuss a parallel implementation of the computer algebra system SAC2 in which a complete sequential implementation of Collins' algorithm already exists. We report some initial results on the speedup obtained, drawing on a suite of examples previously given by Arnon.
- 11 Projective and view-dependent textures: GigaWalk: interactive walkthrough of complex environments 87%  
 [4] William V. Baxter , Avneesh Sud , Naga K. Govindaraju , Dinesh Manocha  
**Proceedings of the 13th workshop on Rendering** July 2002  
 We present a new parallel algorithm and a system, GigaWalk, for interactive walkthrough of complex, gigabyte-sized environments. Our approach combines occlusion culling and levels-of-detail and uses two graphics pipelines with one or more processors. GigaWalk uses a unified scene graph representation for multiple acceleration techniques, and performs spatial clustering of geometry, conservative occlusion culling, and load-balancing between graphics pipelines and processors. GigaWalk has been use ...
- 12 Using the co-existence approach to achieve combined functionality of object-oriented and relational systems 87%  
 [4] R. Ananthanarayanan , V. Gottemukkala , W. Kaefer , T. J. Lehman , H. Pirahesh  
**ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD international conference on Management of data** June 1993  
 Volume 22 Issue 2  
 Once considered a novelty, object oriented systems have now entered the mainstream. Their impressive performance and rich type systems have created a demand for object oriented features in other areas, such as relational database systems. We believe the current efforts to combine object oriented and relational features into a single hybrid system will fall short of the mark, whereas our approach, the co-existence approach, has the distinction of requiring far less work, but ...
- 13 Quest&mdash;queueing event simulation tool 87%  
 [4] Joseph C. Hagan  
**Proceedings of the 26th conference on Winter simulation** December 1994
- 14 System facilities for CAD databases 85%  
 [4] Charles M. Eastman

**Proceedings of the seventeenth design automation conference on Design automation June 1980**

In this paper, an attempt is made to lay out the special needs of design databases, as compared to the facilities provided in conventional database systems now commercially available. The paper starts from a point of commonality and focusses on the limitations and shortcomings commonly found in current database systems. It is impossible and unwise to make universal statements about DBMS capabilities. Instead, the goal is to identify those special features that, by their capability, provide ...

- 15** Archiving, digital collections, and analysis: An evolutionary approach to digital recording and information about heritage sites 85%

John Counsell

**Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001**

This paper considers 3 cases undertaken by a team at the University of the West of England (FBE/UWE) --- the Tower of London Computer Models and more recent linked European Historic Gardens on the Web. The team is continuing to investigate uses of spatial information systems to store, manage and visualise records of historic sites, enabling interactive off-site access to interpretative information. Existing records, often accrued in an ad-hoc manner, are mostly inadequate for such use and incomp ...

- 16** A database driven server for an Internet based plant layout presentation system 85%

Jürgen Gausemeier , Holger Krumm , Thorsten Molt , Peter Ebbesmeyer , Peter Gehrmann

**Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML) February 2000**

The work presented in this paper is part of a Virtual Reality Research Project of the Heinz Nixdorf Institut and the Siemens AG KWU.

- 17** Integrated Designer's Activity Support System for Architecture 85%

Hideo Matsuka , Toshihiro Kawai , Sakae Uno

**Proceedings of the 12th design automation conference January 1975**

This paper presents the Integrated Designer's Activity Support System for Architecture (IDAS-A), a man-machine system experimentally developed for use by a designer/engineer in the preliminary building design area. New concepts introduced in organizing this system are those of "Status and Flow" and "Milestone", which allow the designer to perform a full latitude of design activities. For effective storage of the building data which is designed in 2 dimensional space, ...

- 18** Software/modelware tutorials I: Digital manufacturing: driving digital manufacturing to reality 85%

Robert G. Brown

**Proceedings of the 32nd conference on Winter simulation December 2000**

The goal of digital manufacturing is to provide the manufacturing community with solutions to create, validate, monitor and control agile, distributed manufacturing production systems geared towards build-to-order and lean production. The scope of Digital Manufacturing has evolved recently to include Computer Aided Process Planning (CAPP); Computer Aided Production Engineering (CAPE); a Manufacturing Data Base which contains product data, process data, manufacturing resources (PPR); generation o ...

**19** Product-based model representation for integrating 3D CAD with computer simulation 85%

4 Jianfei Xu , Simaan AbouRizk

**Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future**  
**- Volume 2 December 1999****20** GENESIS: a project to develop an extensible database management system 85%

4 D. S. Batory

**Proceedings on the 1986 international workshop on Object-oriented database systems**  
September 1986

Existing database management systems are tailored to traditional business applications. Since 1980, a variety of new database applications have arisen: VLSI CAD, graphics, and statistical databases are examples. These new applications cannot be handled easily or efficiently by available DBMSs because their requirements are so unusual. In particular, they demand special-purpose data types and operators, and require novel storage structures and new query processing techniques. The idea that a ...

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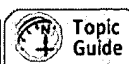
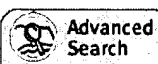
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- ☐ 111. **Autodesk Ships New Architecture-Specific Design Software**  
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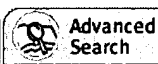
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*GRETCHEN MCKAY, POST-GAZETTE STAFF WRITER. Pittsburgh Post - Gazette. Pittsburgh, Pa.: Apr 17, 1999. p. C.1*  
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